

V3.0: Learning Design starts with Graduate Attributes, Capabilities and Motivation



This is the blog post which explains the new features of the latest version of the Wheel

The Padagogy Wheel V3.0



Video: The Puzzle of Motivation



Watch the Dan Pink TEDtalk YouTube video

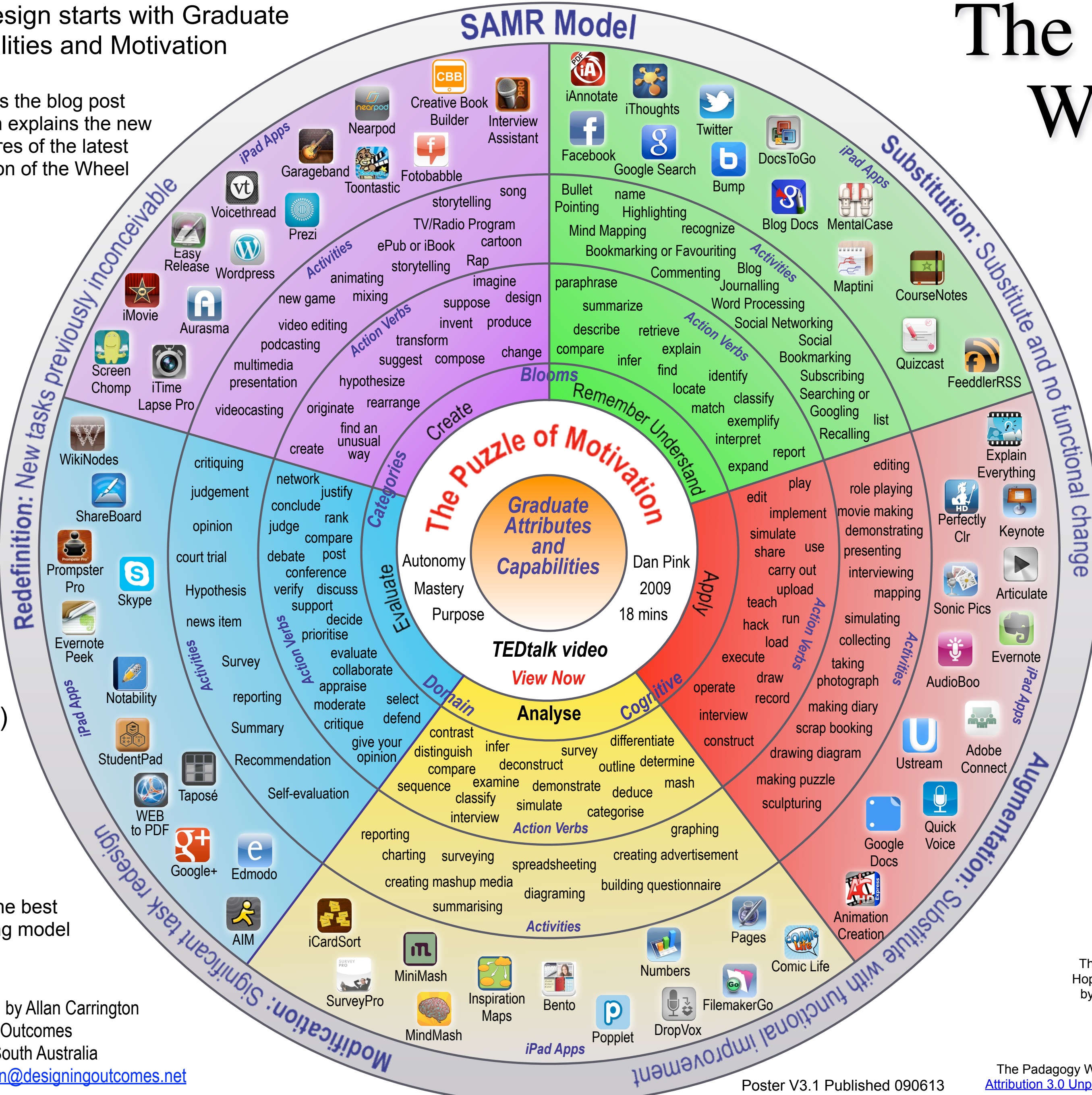
How to use the Padagogy Wheel: It's All About Grey-matter Grids (GGs)



A methodology to get the best results with this teaching model



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Graduate Attributes & Capabilities

Requested by CEO's and executives the people that hire, what they desire to see in graduates from higher education.

- Having energy, passion and enthusiasm
- Being willing to give credit to others
- Empathising & working productively with diversity
- Being transparent and honest in dealings with others
- Thinking laterally and creatively
- Being true to one's values and ethics
- Listening to different points of view before coming to a decision
- Understanding personal strengths & limitations
- Time management skills
- Persevering
- Learning from errors
- Learning from experience
- Remaining calm when under pressure
- Being able to make effective presentations to different groups
- Identifying from a mass of information the core issue/opportunity

These are some of the capabilities that should be identified as part of our graduate attributes and woven into the fabric of our courses in the activity design. We need to have transformation at the core of what we do as teachers, if it is all about the students. Don't jump into learning outcomes, activity design and choosing technology without first reflecting on graduate attributes and capabilities then how to improve motivation and engagement. Miss these and your course design will be weaker for it.

Please visit the blog post and listen to the podcast episode at: *"If you exercise these capabilities.. you will be employed!"*

Standing on the Shoulders of Giants

This Taxonomy wheel, without the apps, was first discovered on the website of Paul Hopkin's educational consultancy website mimiweb.org.uk. That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the pedagogy possibilities with mobile devices, in particular the iPad, I have to acknowledge the creative work of Kathy Schrock on her website Bloomin' Apps